

Claims

1. A broadcast system comprising:
  - an online multiplayer gaming system usable by a plurality of participating
  - 5 players to play at least one turn of an instance of a multiplayer game;
  - game recording means means for generating a game play record of
  - events occurring in the at least one turn of the instance of the multiplayer
  - game;
  - a historical logfile capable of storing the generated game play record;
  - 10 a replay means capable of retrieving the stored game play record from the
  - historical logfile and generating therefrom a replay of the at least one turn
  - of the multiplayer game, the replay being delayed relative to the original
  - turn of the game by at least a predetermined time interval; and
  - a broadcast facility arranged to convert the replay into a signal for
  - 15 broadcast.
2. A broadcast system as claimed in claim 1 in which the online gaming
- system is usable by a plurality of participating players to play a plurality of
- turns of a plurality of instances of the multiplayer game.
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3. A broadcast system as claimed in claim 2 in which the game play
- recording means generates game play records corresponding to each turn
- of each instance of the multiplayer game, and in which the historical logfile
- stores all the game play records corresponding to each turn of each
- 25 instance of the multiplayer game.
4. A broadcast system as claimed in claim 3 in which the replay means
- retrieves the stored game play records from the historical logfile and
- generates simultaneous replays of each one of the plurality of instances of
- 30 the multiplayer game.

5. A broadcast system as claimed in claim 4 in which the broadcast facility converts each one of the plurality of replays into a separate signal for broadcast.
- 5 6. A broadcast system as claimed in claim 4 in which the broadcasting facility converts a selected one of the plurality of replays into a signal for broadcast.
7. A broadcast system as claimed in claim 6 in which the multiplayer game is  
10 multiplayer poker.
8. A broadcast system as claimed in claim 7 in which a game play record includes at least one of:  
an identification code that identifies a particular instance of the game of  
15 multiplayer poker;  
a time and date stamp indicating the commencement of the turn of the game of poker;  
an identity of each participating player in the turn of the game;  
an opening credit balance for each participating player;  
20 an identification of a player who performs the role of a dealer;  
a size of each player wager made during the turn of the game;  
the hole cards dealt to each participating player;  
the community cards dealt during the turn of the game;  
the game play decisions of all the participating players;  
25 a closing credit balance for each player; and  
a time and date stamp indicating the end of the turn of the game of poker.
9. A broadcast system as claimed in claim 8 in which the hole cards of each participating player are invisible to the other participating players in each  
30 turn of the game and in which the hole cards of every participating player are visible in the replay of each turn of the game.

10. A broadcast system as claimed in claim 9 in which the replay means analyses the hole cards of each participating player and the community cards that are dealt in a turn of the game to determine a probability of each participating player obtaining a favourable hand of poker, and in which the replay means displays the probabilities in the replay of the turn of the game.
11. A broadcast system as claimed in claim 1 in which the replay means is an Internet-enabled computer workstation and the broadcast facility is a scan converter operatively linked to the computer workstation.
12. A method for generating broadcast signals comprising the steps of:  
providing an online multiplayer gaming system usable by a plurality of participating players to play at least one turn of an instance of a multiplayer game;  
generating a game play record of events occurring in the at least one turn of the instance of the multiplayer game;  
storing the generated game play record in a historical logfile;  
retrieving the stored game play record from the historical logfile and generating therefrom a replay of the at least one turn of the multiplayer game, the replay being delayed relative to the original turn of the game by at least a predetermined time interval; and  
converting the replay into a signal for broadcast.
13. A method as claimed in claim 12 which enables use of the online gaming system by the plurality of participating players to play a plurality of turns of a plurality of instances of the multiplayer game.
14. A method as claimed in claim 13 which includes steps of:  
generating game play records corresponding to each turn of each instance of the multiplayer game; and

storing all the game play records corresponding to each turn of each instance of the multiplayer game in the historical logfile.

5 15. A method as claimed in claim 14 in which the stored game play records are retrieved from the historical logfile and simultaneous replays are generated of each one of the plurality of instances of the multiplayer game.

10 16. A method as claimed in claim 15 in which each one of the plurality of replays is converted into a separate signal for broadcast.

17. A method as claimed in claim 15 in which a selected one of the plurality of replays is converted into a signal for broadcast.

15 18. A method as claimed in claim 17 in which the multiplayer game is established to be multiplayer poker.

19. A method as claimed in claim 18 in which at least one of:

20 an identification code that identifies the particular instance of the game of multiplayer poker;

a time and date stamp indicating the commencement of the turn of the game of poker;

an identity of each participating players in the turn of the game;

an opening credit balance for each participating player;

25 an identification of a player who performs the role of a dealer;

a size of each player wager made during the turn of the game;

the hole cards dealt to each participating player;

the community cards dealt during the turn of the game;

the game play decisions of all the participating players;

30 a closing credit balance for each player; and

a time and date stamp indicating the end of the turn of the game of poker, is included in a game play record.

20. A method as claimed in claim 19 that includes steps of:

rendering the hole cards of each participating player to be invisible to the other participating players in each turn of the game; and

5 rendering the hole cards of every participating player to be visible in the replay of each turn of the game.

21. A method as claimed in claim 20 in which the hole cards of each participating player and the community cards that are dealt in a turn of the  
10 game are analysed to determine a probability of each participating player obtaining a favourable hand of poker, and in which the probabilities are displayed in the replay of the turn of the game.